

Listing of Claims:

- 1 1. (original) In a network of computing devices comprising two or more participant
2 client computers in communication with a host computer system over a computer
3 network, a fantasy gaming method executed by said host computer system for interaction
4 therewith at said participant client computers, the method comprising the steps of:
- 5 a first participant creating a first team via one said participant client computer;
- 6 a second participant creating a second team via one said participant client
7 computer;
- 8 a challenge to engage in a fantasy game issued by said first team to said second
9 team; and
- 10 an acceptance of said challenge by said second team.
- 1 2. (original) The method of Claim 1, wherein said challenge step comprises said first
2 team challenging said second team to engage in a fantasy game at a future date.
- 1 3. (original) The method of Claim 1, wherein:
- 2 said acceptance step is preceded by said second team issuing a counterchallenge
3 to said first team; and
- 4 said acceptance step is an acceptance of said counterchallenge by said first team.
- 1 4. (original) The method of Claim 1, wherein:
- 2 said challenge and said acceptance create a first duel, wherein as between said
3 first and second teams, a victor of said first duel is determined by performance results of
4 actual players in an actual sporting event.
- 1 5. (original) The method of Claim 4 wherein said method further comprises:
- 2 a third participant creating a third team via one said participant client computer;

3 said third team engaging in a second duel with either said first team or said
4 second team.

1 6. (original) The method of Claim 5, wherein said method defines a regular season that
2 is defined by a plurality of said teams engaging in a plurality of said duels to determine
3 win-loss records for each said team responsive to victors and non-victors of said duels.

1 7. (currently amended) The method of Claim 6, wherein said method further defines
2 performance classification groups of said teams, said performance classification group
3 classifications responsive to the strength of the duel schedule of said respective teams.

1 8. (original) A system for providing an interactive fantasy sports game to a plurality of
2 participants each participant wishing to form at least one fantasy sports team made up of
3 actual players, and each participant operating a participant computing device operable to
4 act as a client on a communications network, the system comprising:

5 a host controller, the host controller comprising a computing device operable to
6 act as a server on said communications network and to communicate with said participant
7 computing device over said communications network; and

8 data storage accessible to said host controller, the data storage storing information
9 relating to performance of the players in actual competitive events, the host controller
10 being operable:

11 to solicit and accept from each participant an initial selection and purchase
12 of players to form the participants fantasy sports team; and

13 responsive to a request from one participant and an acceptance from
14 another participant, to schedule a duel challenge between said participants' respective
15 fantasy sports team.

1 9. (original) The system of Claim 8, wherein said host controller is further operable to:

2 select a winner and a loser of said duel challenge responsive to points earned by
3 said players on said participants' respective fantasy sports teams engaging in said actual
4 competitive events.

1 10. (original) The system of Claim 9, wherein said host controller is further operable
2 to:

3 record winners and losers of a plurality of said duel challenges between a plurality
4 of said participants' fantasy sports teams; and

5 assign a hierarchical performance classification to each said fantasy sports team
6 based on the number of duel challenges won and lost by each said fantasy sports team.

1 11. (original) The system of Claim 10, wherein said host controller is further operable:
2 to create a playoff schedule between teams having the highest said performance
3 classification.

1 12. (original) The system of Claim 8, wherein said host controller is further operable
2 to accept a request from one participant for a duel challenge with a non-participant.

1 13. (original) The system of Claim 12, wherein said host controller is further operable
2 to accept an acceptance to said duel challenge from said non-participant after said non-
3 participant becomes a participant.

1 14. (original) A method of providing a network-based, ad hoc duel fantasy gaming
2 system, the method being implemented in a programmed computer comprising a
3 processor, at least one data storage system, and communication means for
4 communication with participant client computers over a communications network, the
5 method comprising the steps of:

6 a first team creation via one said participant client computer;

7 a challenge to engage in a fantasy game issued by said first team to a non-
8 subscriber;

9 a second team creation via one said participant client computer by said non-
10 subscriber; and

11 an acceptance of said challenge by said second team.

1 15. (original) The method of Claim 14, wherein said challenge step comprises said
2 first team challenging said non-subscriber to engage in a fantasy game at a future date.

1 16. (original) The method of Claim 15, wherein:

2 said acceptance step is preceded by said second team issuing a counterchallenge
3 to said first team; and

4 said acceptance step is an acceptance of said counterchallenge by said first team.

1 17. (original) The method of Claim 16, wherein:

2 said challenge and said acceptance create a first duel, wherein as between said
3 first and second teams, the winner of said first duel and the loser of said first duel are
4 determined by performance results of actual players in an actual sporting event.

1 18. (original) The method of Claim 17 wherein said method further comprises:

2 a third participant creating a third team via one said participant client computer;

3 said third team engaging in a second duel with either said first team or said
4 second team.

1 19. (original) The method of Claim 18, wherein said method defines a regular season
2 that is defined by a plurality of said teams engaging in a plurality of said duels to
3 determine win-loss records for each said team responsive to winners and losers of said
4 duels.

1 20. (original) The method of Claim 14, wherein said challenge step and said
2 acceptance step further comprises a wager.